**Status Report**

Date: May 13, 2016

To: George Peck

From: Jerry Qing, Trevor Aquino, Alex Xu

Subject: Status Report 3 (5/13)

Accomplishments: Created the base code and simple classes. This includes different game states, maps, entities, and interaction. All the classes are very basic and we will spend the next week making the game more detailed and customized. Because we’re trying to make an actual playable game, in addition to the code we’ve also started creating some game art in Photoshop (sprites, textures, backgrounds) and will continue creating more.

Problems/Risks: Entity keeps on getting stuck inside the wall if it constantly gets in contact with it. Trying to figure out a game that is fun and easy to play while still being an original game idea. Figuring out the different components into making a 2D game and implementing the work from all three of us into a united product was difficult to comprehend at first.

Next Steps: Fix the bug and continue making entities and rooms for the game. Ideally finish a working copy of the game by the end of this week to allow the final week to be bug squashing and also adding extra features like multiplayer.